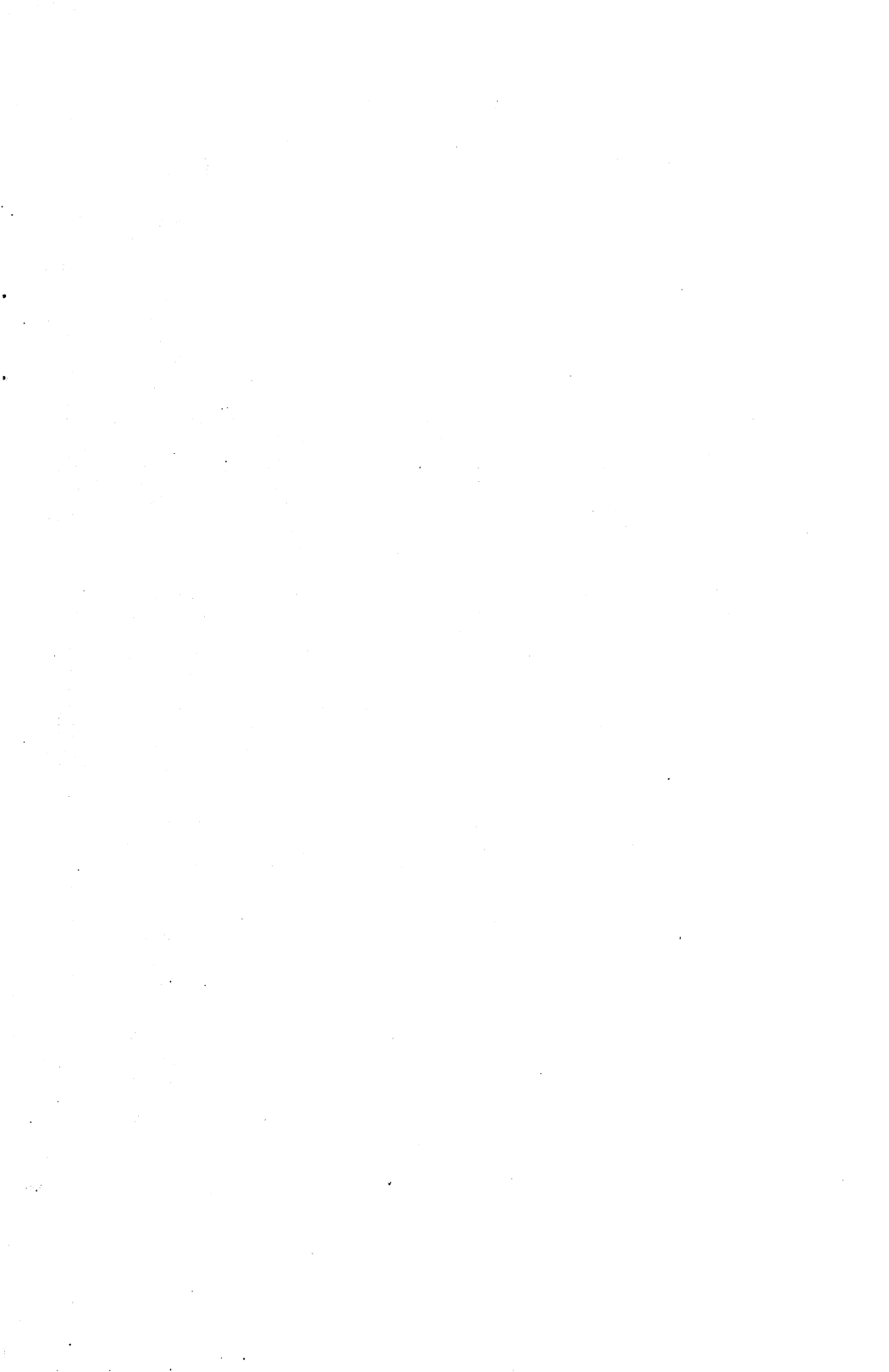


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MASTER NINJA

SHADOW WARRIOR OF DEATH





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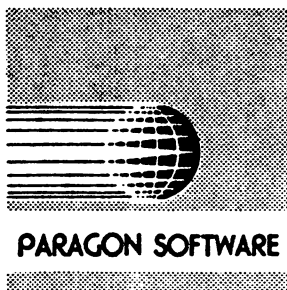
“Shadow Warrior of Death”™

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Thousands of years ago, in the mystic heavenly land of Takamagahara, Ago Ama-Tsu-Mar (The Japanese god of blacksmiths) forged a magical Katana (longsword) of great power. The Katana was presented to a noble Japanese hero by the name of Raiko, who was once the greatest samurai in all of Japan. The gods gave the mighty sword to Raiko so he could destroy all evil in the land and bring the Japanese people into one united country, free from the devils and demons that destroy mankind.

After Raiko's death, the Katana was bestowed upon the Shinto priests, an ancient race of Japanese holy men whose temple was in the Iga Mountain Province. Surrounding the temple were several villages of great shadow warriors - The Iga Ninja, who guarded the temple and its priests with fierce conviction. The Katana has laid in peace for several hundred years... until now.

Recently, Sanjo Yama Moto, an evil Daimyo (Japanese Warlord), along with the Koga Ninja (ancient rivals to the Iga Ninja), broke into the ancient temple, stole the precious Katana and murdered several holy priests. The Koga Ninja were believed to be skilled in the ancient art of black magic and were thought to be in league with evil demons. The Koga Ninja stole the Katana for promises of power, wealth, and eternal life from Sanjo. Sanjo's ultimate goal is to use the Katana to bring great evil back to the land and to restore his lost youth so he can claim power as the dark overlord of all of Japan. If Sanjo continues this dishonorable quest many innocent people will perish and the evil gods, who were once banished into hell, will rule again.

For Sanjo to be able to control the power of the sword he must have assistance from Hachiman, the god of war. Hachiman demands mass sacrifice for his assistance. The sacrifices must commence during the full moon of the month of the Dragon. The time is very near.

Yet, there is still hope for salvation. You have been chosen by the elders of the temple and your Ninja sect to recapture the magical Katana and return it to the power of good. Your mission will be the greatest challenge of all time. You must go to the

castle of Sanjo where the sword is hidden and be prepared to lay down your life for the glory of defeating the powers of evil. You must make your way through the many chambers of the castle, where numerous life-threatening obstacles lie. The evil Koga Ninja dwell there and their skill and power are great. You must also face powerful Samurai who are skilled weapon experts. Beware, for Sanjo also has deadly animals hidden in dark chambers. Take heed of the Koga Ninja and the evil ninja priests because they have mastered the dark arts with great skill.

You must call upon all of the martial arts skills that you have been taught to defeat the Samurai, Koga Ninja, ninja priests and to assassinate Sanjo Yama Moto to recapture the Katana. The mission requires skill, swiftness, and power that only few men possess. If you can work your way through the castle, assassinate the emperor, and bring the sword back to its rightful home, you truly will be the **“MASTER NINJA”**.

Description of Weapons

Shuriken: (Throwing Stars):

All Shurikens in “MASTER NINJA” are 4 pointed. Shurikens are easy to carry and conceal. This weapon was typically used at short range. Their intent is usually to harass an opponent into making a fatal mistake. In “MASTER NINJA” they cause moderate damage.

Throwing Knife:

The throwing knife is the most powerful projectile weapon in the game. Your ninja warrior will be equipped with two knives on his journey. The knife is very powerful at close range, as well as from a great distance. The throwing knife is used to kill the enemy quickly and quietly.

Blinding Powder:

The blinding powder is comprised of iron fillings, sand or dirt, and salt or pepper. The combination will burn or hinder the opponents vision rendering him helpless to the foe's attack. When blinded, the ninja will wander in confusion trying to avoid the opponents offense. The blinding powder is to be used at close range and a direct hit is required for the technique to succeed. If a ninja is hit with a combat technique while throwing the blinding powder, he may drop that dose of blinding powder.

Description of Combat Moves

Upper Block/High Block:

The upper block is a technique to block all attacks directed towards the ninja's head.

Midsection Block:

The midsection block is a technique to block all attacks aimed at the ninja's stomach area.

Lower Block/Lift Leg:

The low block is a technique used to block all offensive movements geared at the front leg. (Does not include techniques aimed at the players rear leg.)

Change Direction:

Change direction is used to change the ninja's combat direction if his opponent has moved behind or ahead of him.

Walk Forward/Backward:

Walking is used to move the ninja from one end of the screen to the other. The ninja walks either forward or backward in short controlled steps known as stealthwalking.

Roll Forward/Backward:

Rolling is used to move the ninja from one side of the screen to the other very quickly. The distance covered by a roll is very large. The primary purpose of the roll is to escape a dangerous situation in close hand-to-hand combat. With the roll the ninja can flee from his opponent and prepare to attack.

Reverse Punch:

The reverse punch is the primary technique thrown to an opponent's face because it is quick and efficient. The reverse punch does not cause quite as much damage as other combat techniques to the face.

Front Elbow:

The front elbow is a very powerful technique thrown at the opponent's face. The ninja must be very close to his opponent to execute the technique.

Kneeling Punch:

Although not extremely powerful, this technique allows the ninja to duck under an opponent's attack to the face while he launches a punch to his abdominal region.

Spinning Back Fist:

The spinning back fist is utilized when a ninja's back is turned from his opponent. The spinning back fist is thrown at the opponent's face and is a very quick, powerful move.

Back Kick:

The back kick is a kicking technique to the opponent's midsection when a ninja's back is turned to his opponent.

Jump Side Kick:

The jump side kick is one of the most powerful of all martial arts techniques available to the ninja. The motion of the movement is longer than others which sometimes leaves a ninja more vulnerable.

Side Kick:

The side kick is a kicking technique to the midsection. The kick utilizes the heel of the foot and is an extremely powerful movement.

Duck:

This downward movement technique is used to escape from attacks directed at the ninja's head. The duck also allows the player to escape death from throwing knives.

Jump Upward:

This movement is used to escape techniques aimed at a ninja's legs. The jump upward also protects the ninja from being struck by a shuriken.

Low Side Kick:

The low side kick is a quick technique thrown at the opponent's knees. Similar to the sidekick, the movement utilizes the heel of the foot.

Turning Kick:

The turning or roundhouse kick is a short and quick kicking technique aimed at an opponent's face. Although not as powerful as a jump side kick it can be just as efficient because it is not easily defended. The turning kick can also score to an opponent's midsection if the opponent is in the air (jump upward, jump side kick).

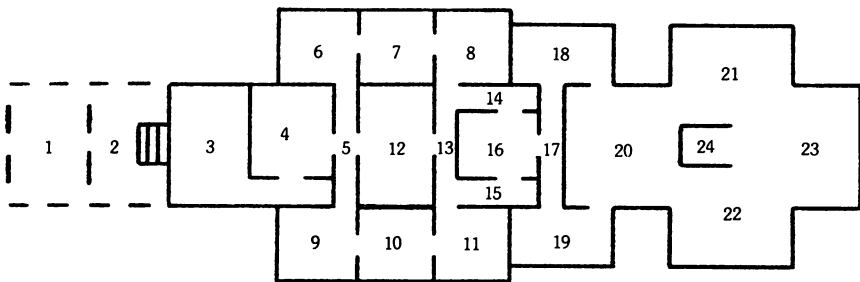
Chop to Midsection:

The chop to the midsection is a quick movement that strikes an opponent in the solar plexus. The movement is especially useful when in close range hand-to-hand combat.

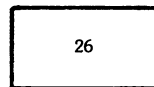
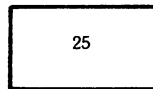
Sanjo's Castle

The player must guide their ninja warrior through Sanjo's castle in order to assassinate him and recapture the precious Katana. The journey to Sanjo's chamber will be long and difficult, yet there will be various routes that can ultimately lead you there.

Here is a diagram of Sanjo's castle and the various chambers where evil will lurk.



- | | |
|------------------------|---------------------------|
| 1. Koga Ninja Scout | 14. Hallway |
| 2. Samurai Guard | 15. Hallway |
| 3. Entryway | 16. Weapon Room |
| 4. Spike Room | 17. Hallway |
| 5. Hallway | 18. Meditation Room |
| 6. Room of Man | 19. Meditation Room |
| 7. Room of Wisdom | 20. Room of Black Magic |
| 8. Room of Valor | 21. Sensai's Quarters |
| 9. Room of Benevolence | 22. Dojo |
| 10. Room of Prosperity | 23. Room of the Dragon |
| 11. Room of Courage | 24. Stairwell |
| 12. Mystical Garden | 25. Sanjo's Treasure Room |
| 13. Hallway | 26. Sanjo's Throne Room |



As you begin your journey into the castle you will have full strength to call upon. As you battle the forces of evil in combat, your strength will dissipate if you are struck with combat moves or weapons. Your ninja, or the opposing ninja will die when all strength is gone. Each strike with a martial arts move or weapon cuts the ninja's strength.

After you defeat an evil Koga Ninja, Samurai, or ally of Sanjo, you can move your ninja to the next obstacle by guiding him to the far right of the screen. When a ninja reaches the end of the screen he will move forward to the next obstacle.

Throughout the game there will be various pause screens. These pause screens temporarily suspend play, using a three dimensional perspective to show the ninja's upcoming obstacle as though you were the ninja seeing it himself. Additionally, some pause screens will alert the player to their particular strength level. Based upon this judgement, a strategy must be devised that it is either aggressive or more conservative. To continue with the game at a pause screen, simply press any key.

When your ninja reaches Sanjo's meditation room and conquers the obstacle that lies there, partial strength that has been lost in battle is regained through meditation.

When the player has the option to choose a path to take in Sanjo's castle they will be asked during a pause screen what direction they wish to move; left, right, or straight. Use your map of Sanjo's castle to determine this route. Beware, some routes contain greater danger and evil spells of black magic.

When the player reaches Sanjo's treasure room where the magic Katana lies, the player's ninja will be holding the magic Katana. At this point an opposing ninja will be showering your ninja with shurikens. Your ninja must block these shurikens with the Katana, move forward, and kill the opposing ninja with a thrust of the magic Katana.

After your ninja has overcome this obstacle he will enter Sanjo's throne room and face the emperor himself. All of Sanjo's evil forces will be defeated. Move toward Sanjo and press any key to thrust the magic Katana and rid the land of the evil powers of Sanjo Yama Moto. Goodness and truth will be restored and you can claim the title..."MASTER NINJA: Shadow Warrior of Death".

Helpful Hints

1. Utilize your weapons very carefully based upon how much strength you have.
2. The knife is the most powerful of all weapons which, at times, causes instant death.
3. The Shurikin is best used at close range.
4. Blinding powder that reaches the eyes causes ultimate defeat because the ninja will be unable to defend himself.
5. Time your moves based upon the movements of your opponents. Watch for him to begin a movement and counter that move with one of your own.
6. Use strategy throughout your movement through Sanjo's castle. Some seemingly shorter routes to Sanjo's throne room may be filled with the greatest danger and most evil magic.
7. Beware of Koga ninjas who could be hidden. After you defeat one ninja do not be surprised if another appears out of the shadows. Ninjas are experts at camouflaging themselves from sight.
8. Be prepared to face a variety of Koga ninjas, evil ninja priests, Samurai Warriors, and even Sanjo's deadly tigers. As you approach Sanjo's throne room your opponents will increase in swiftness, strength and skill.
9. Beware of the evil curses placed upon your ninja by the devious jomin priests. These curses can leave a ninja virtually helpless to an opponent's attack. Some curses can take away the use of the ninja's arms, while other curses can cause hallucinations, harm, and even kill a ninja. When you see the jomins magic sphere levitate toward you, your ninja will have a temporary curse placed on him.
10. Be on the alert for hidden obstacles. Sanjo has secret traps for any brave Iga ninja who may trespass in his castle. To find these traps and the maneuver to disarm them will take much practice and many failing attempts.
11. Although your ninja is only equipped with two knives, three blinding powder, and nine stars, Sanjo's ninjas have an unlimited number of weapons. In addition, Sanjo has some ninja's armed with bow and arrows and blow dart guns. Your ninja must dodge the arrows and poison darts when he faces these specially equipped Koga ninjas.

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